THE MASK OF THE SUN™

An Adventure Game by Ultrasoft, Inc.

THE STORY SO FAR

You are Mac Steele: archaeologist, adventurer and treasure-hunter. Your latest discoveries, the scrolls of the monks of Lhasa, were stolen by your not-so-esteemed colleague, Francisco Roboff. In a fracas you steal an amulet he had located in a previous dig. Returning to the University of Boston, you resolve to investigate your new acquisition and settle the score with Roboff.

Painstaking research (actually by an ambitious grad student) reveals that the amulet is a Pre-Columbian artifact from central Mexico that is surrounded by legend and folklore. Intrigued, especially with how Roboff obtained it, you delve deeper, discovering that the amulet may be linked to a far more fascinating artifact — the legendary Mask of the Sun.

You turn over in your mind the few facts you were able to glean about the Mask: It is solid gold, it gives the wearer invincibility, it's solid gold, it would be the Central American find of the century, and it's solid gold! You've read something about a curse brought down on anyone who overused it, but that is certainly a myth. You approach the amulet with true dedication, trying to learn its secrets. In probing a small crevice, you open a tiny compartment which releases a pale green gas. You immediately lose consciousness . . .

. . . and regain it in the university hospital. You have been out for almost two days. The doctors are mystified, but by trial and error (that's why it took two days) they have concocted an antidote that temporarily halts the rapid degeneration that your body is now undergoing. The doctors caution you to guard the pills with your life and to take them regularly. You return to your office to investigate the amulet with new vigor — to find a cure to the debilitating condition that the amulet brought on. The references in the literature to the amulet are tantalizing but unclear. The Mask of the Sun may hold the cure for your condition!

You immediately send a telegram to everyone you can think of who may know about the amulet. Finally, you receive a message from Professor de Perez at the University of Mexico in Sanchez. He has a map from the University that relates the amulet and the Mask to several Aztec ruins. With only this to go on, you depart for South-Central Mexico, to meet Professor de Perez at an airfield near one of the potential sites. The rest of the adventure is for you to discover!

STARTING THE PROGRAM (APPLE)

Insert The Mask of the Sun disk (label side up) into the drive and close the drive door. Turn on your computer.

The Mask of the Sun requires the use of both sides of the disk. You will be told when to flip the disk.

STARTING THE PROGRAM (ATARI)

Turn on your disk drive. When the disk drive busy light goes off, insert side A into the drive and close the drive door. Turn on your computer.

The Mask of the Sun requires the use of both sides of the two enclosed disks. You will be told when to use the additional sides. Side A of the disk is copy protected, but sides B, C, and D are copyable (for backup purposes) using the "Duplicate Disk" option from Atari DOS.

STARTING THE PROGRAM (COMMODORE)

Turn on your disk drive and then your computer. When the disk drive busy light goes off, insert the disk label side up and close the drive door. Type LOAD "MASK",8 and then press RETURN. When the computer responds "READY," type RUN and press RETURN. The program takes about a minute to load.

In the final stages of loading, your disk drive may make some mechanical sounds. This is normal, and you may use it as a signal that the game is about to begin.

The Mask of the Sun requires the use of both sides of the disk. You will be told when to flip the disk.

CONVERSING WITH YOUR COMPUTER

All communication from your computer will appear in the lower left corner of the screen. If [waiting] appears on your screen, your computer is simply indicating that it has more to say. Press any key, and the communication will continue. OK will appear when the computer is waiting for your response. If you make a typing error in your response, use the left arrow key (Apple), the DEL key (Commodore 64), or the backspace/delete key (Atari) to erase it, and start over.

In this game your computer will understand full sentences as well as truncated English. "LOOK AT THE BOTTLE OF PILLS" is understood to be the same as "LOOK PILLS." The game expects each command to have a verb and an object, and understands modifiers when they are appropriate. A verb without an object may be incomprehensible. Multiple verbs in a single command are as confusing to the computer as they would be to your friends; "GO EAT KICK" is equally hard for either to interpret.

The Mask of the Sun has a large vocabulary, but be aware it uses many more words than it understands. If one does not have the desired effect, try synonyms or rephrasing the request. If the system does not understand what you have typed it will respond in a number of ways:

When your computer does not recognize anything—

You type: FERNAP
Computer responds: I don't understand "FERNAP" (Nobody knows what "FERNAP" means).

When your computer does not know an object or no object is in the command—

You type: GET FERNAP
Computer responds: I don't recognize an object in "GET FERNAP."

You type: GET
Computer responds: I don't recognize an object in "GET."

When you refer to an object not in the area—

You type: GET LAMP
Computer responds: You don't see a lamp anywhere around here. (When you left it elsewhere.)

When the computer doesn't know a verb or no verb is in the command—

You type: FERNAP GUN
Computer responds: I don't recognize a verb in "FERNAP GUN."

You type: CHEW GUN
Computer responds: I don't recognize a verb in "CHEW GUN." (Computer does not know what CHEW means.)

You type: GUN
Computer responds: I don't recognize a verb in "GUN."

When you use a verb that your computer recognizes with an object that it recognizes but thinks inappropriate, it will tell you so.

When playing The Mask of the Sun, bear in mind that your computer pays attention to only the first five characters of a word, so typing in "INVEN," for instance, has the same effect as typing "INVENTORY." (In the examples here, words are fully spelled out for clarity.)

Valid Commands

Directions

A direction is considered to be a verb by the game. NORTH or N will attempt travel to the north. Please note that directions requiring more than five characters must be abbreviated to be understood. NW must be used instead of NORTHWEST, which would appear the same as NORTH to your computer. The same is true for NE, SE, and SW. Other valid directions are UP or U, DOWN or D, FORWARD or F, BACK or B, RIGHT or R, LEFT or L, ENTER, EXIT, IN, OUT, and CLIMB. Additional synonyms are used but you will be left the task of discovering them.

INVENTORY, EQUIPMENT

Lists the items you have in your possession. There is a limit to what you can carry, which you will surely find.

LOOK, EXAMINE

Shows you the details of the area you are in, usually but not always mentioning objects that may be relevant to your quest. This information may be different than that provided when you first enter a room or place, so it is always useful to ask.

SEARCH

Will find things that LOOK and EXAMINE may not. If you don't SEARCH you may miss many valuable clues.

GET ALL, TAKE ALL

Will get everything in the area that you can carry.

DROP ALL, PUT ALL

Will drop or deposit everything you have at your feet.

GET ALL BUT (object), TAKE ALL BUT (object)

Will get everything in the area you can carry except the (object) in question.

DROP ALL BUT (object), PUT ALL BUT (object)

Will drop everything you have at your feet except the (object).

SOUND OFF/ON

Will cause the sound effects to be turned off or on.

Multiple Commands

You may enter as many commands as will fit in the 36 character window, provided that they are separated by a comma, period, or the words "and" or "then." The commands will execute sequentially, sometimes very quickly, until a significant event or an error occurs at which point execution of the command string is terminated. For instance, if midway in a string of commands you are killed, the rest of the actions (surprise!) are no longer relevant. If you type KICK RUN AND GO NORTH THEN PICK UP THE HEAD your computer will respond with an error message when it sees KICK RUN and the remainder of the command is ignored. A string of valid commands such as: GET ALL, LIGHT MATCH, THEN LIGHT LAMP will execute perfectly.

HELPFUL HINTS

If The Mask of the Sun is one of your first adventure quests, these suggestions may be of help:

1. Map everything on a piece of paper! Many mazes are too complicated to map in your head.

2. Search each room, or object, at all times.

3. Save the game as you go along. This will enable you to avoid a great deal of frustration.

SAVE GAME

Your place in the game, along with any possessions (or handicaps) you may have acquired, can be recorded on a "Save Game" disk. You can save one game per disk with the Apple and Atari versions and up to four games with the Commodore 64 version.

1. Type SAVE GAME and press RETURN.

2. You will be prompted to remove the game disk and insert a blank, formatted disk into your disk drive. (See your disk drive manual for instructions on formatting a disk.)

3. Press RETURN. With the Commodore 64 version you will be asked to enter a name for the game to be saved (up to 15 characters long). With the Apple and Atari versions your game will be automatically saved to disk. If you see "Error During Disk Action" or "DISK ERROR!!!" chances are that you were not using a formatted disk. Follow the prompts and try again.

4. To resume play from that point, remove the "Save Game" disk, reinsert The Mask of the Sun disk on the side indicated and press RETURN.

RESTORE GAME

This command allows you to pick up the game where you left off with the "Save Game" command above.

1. Restart the game disk, label side up. (See STARTING THE GAME if you have turned off your computer.)

2. When OK appears on the screen, type RESTORE GAME, press RETURN, and wait for the prompt.

3. Remove the game disk, insert the "Save Game" disk and press RETURN.

4. With the Commodore 64 version you will be prompted to enter the name of the saved game. With the Apple and Atari version the game will simply be loaded. If you see "Error During Disk Action" or "DISK ERROR!!!" you are not using a valid "Save Game" disk. Follow the prompts and try again.

5. After loading the "Save Game" disk, reinsert the side of The Mask of the Sun disk indicated and press RETURN.

This program is fully guaranteed. If it ever fails to function, return the original disk to Brøderbund Software for a free replacement. If the disk has been physically damaged, please include $5.00 for replacement.

Brøderbund™

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